Sol Ring
1
Mono Artifact
Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

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Illus. © Mark Tedin

Hymn to Tourach

Sorcery

Target player discards two cards at random from his or her hand. If target player does not have enough cards, his or her entire hand is discarded.
Knowing the Hymn's power, the followers of Leitbur carefully guarded their pillaged tra tions.

Illus. Quinton Ho
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Hymn to Tourach

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'Savannah Lions'!
said the Hatter.

SUMMON LIONS.

2/1

Exploration

Exploration

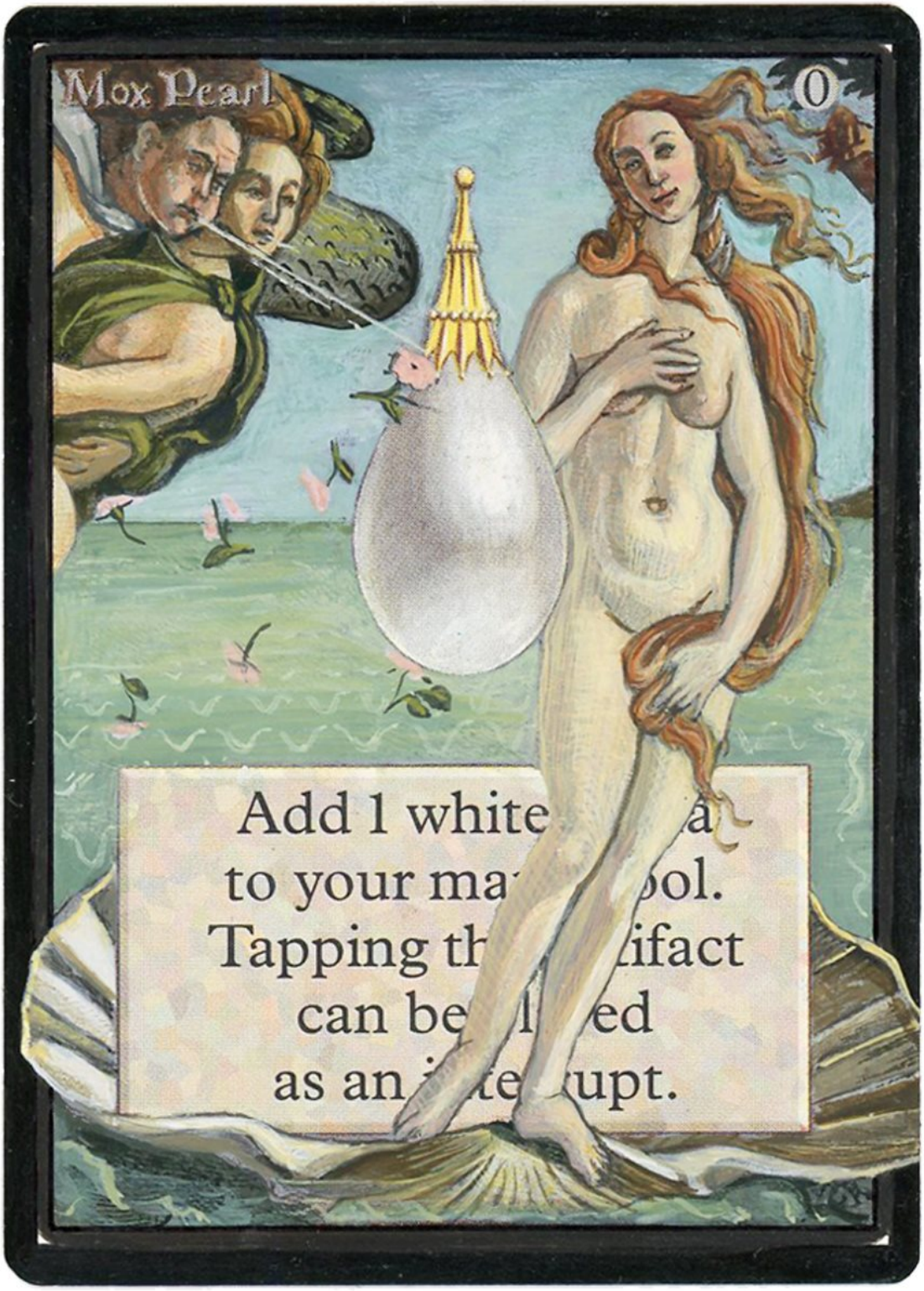
Exploration

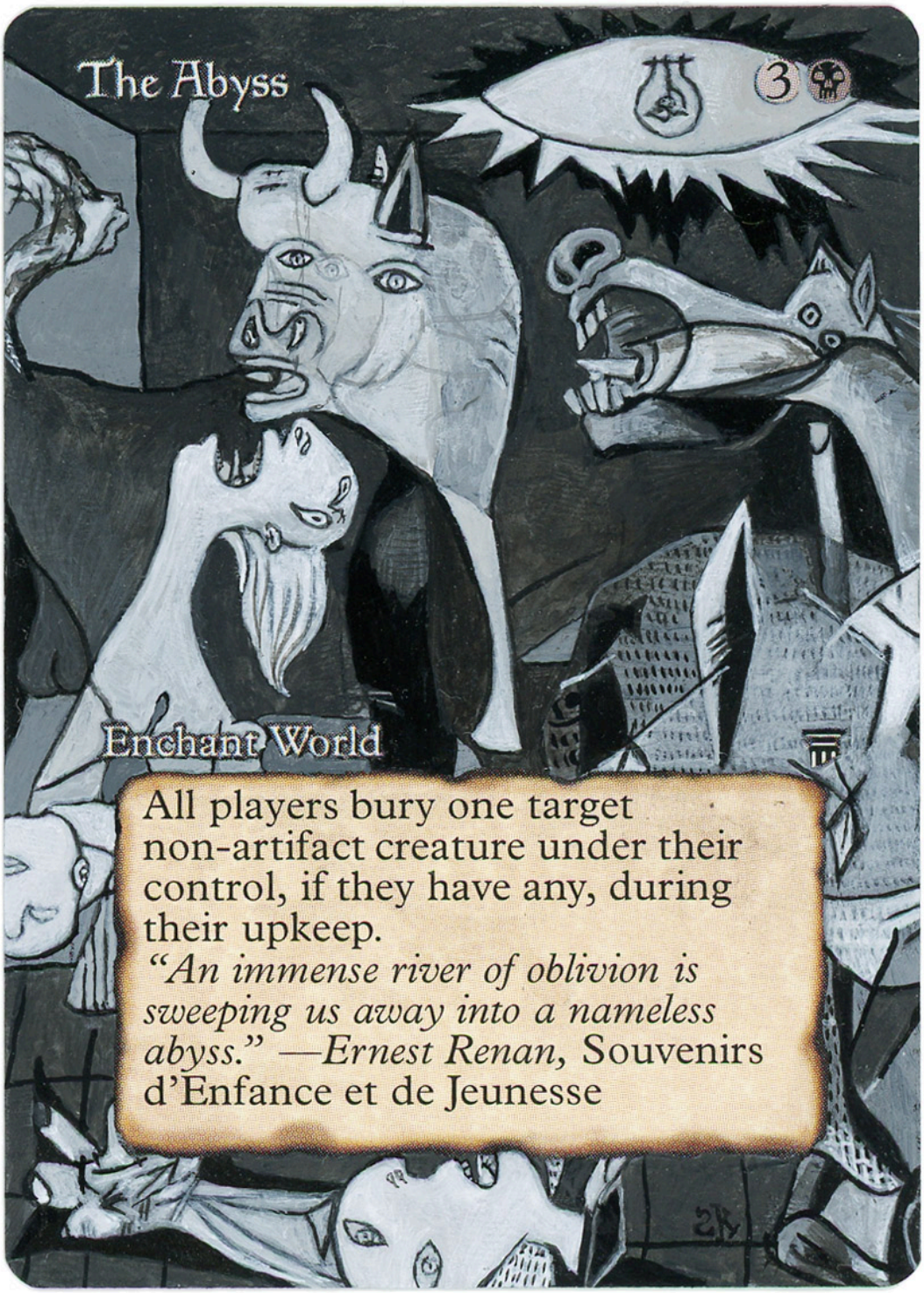
Exploration

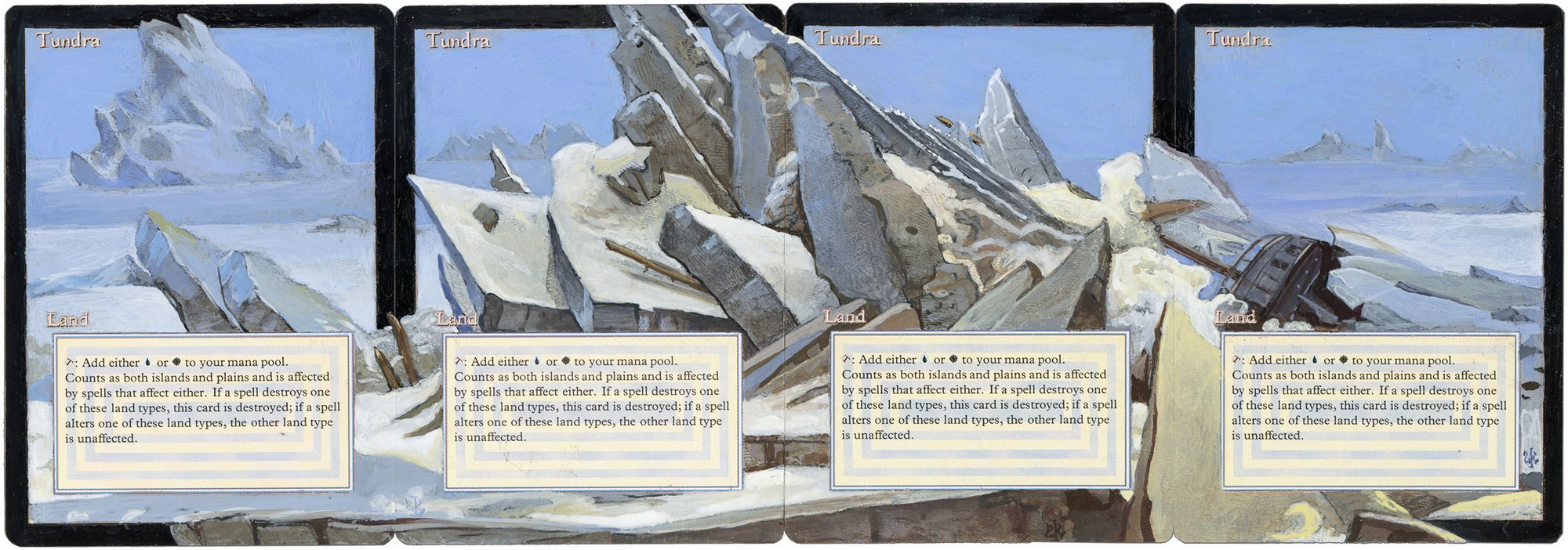
Black Lotus
0
Mono Artifact
Adds 3 mana of any single color of your choice to your mana pool, then is discarded. Tapping this artifact can be played as an interrupt.
Illus. © Christopher Rush

Sage of Lat-Nam
1
Illus. © Pete Venters
1/2
Artifact
Mono Artifact
Illus. © Dan Frazier

Time Walk
1
Take an extra turn after this one.
2k
UNITED STATES OF AMERICA
E PLURIBUS UNUM
ONE CENT


Mox Pearl
0
Add 1 white
to your ma ol.
Tapping th ifact
can be ed
as an upt.


The Abyss
3
Enchant World
All players bury one target non-artifact creature under their control, if they have any, during their upkeep.
"An immense river of oblivion is sweeping us away into a nameless abyss." —Ernest Renan, Souvenirs d'Enfance et de Jeunesse


Tundra
Land
: Add either or to your mana pool.
Counts as both islands and plains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.
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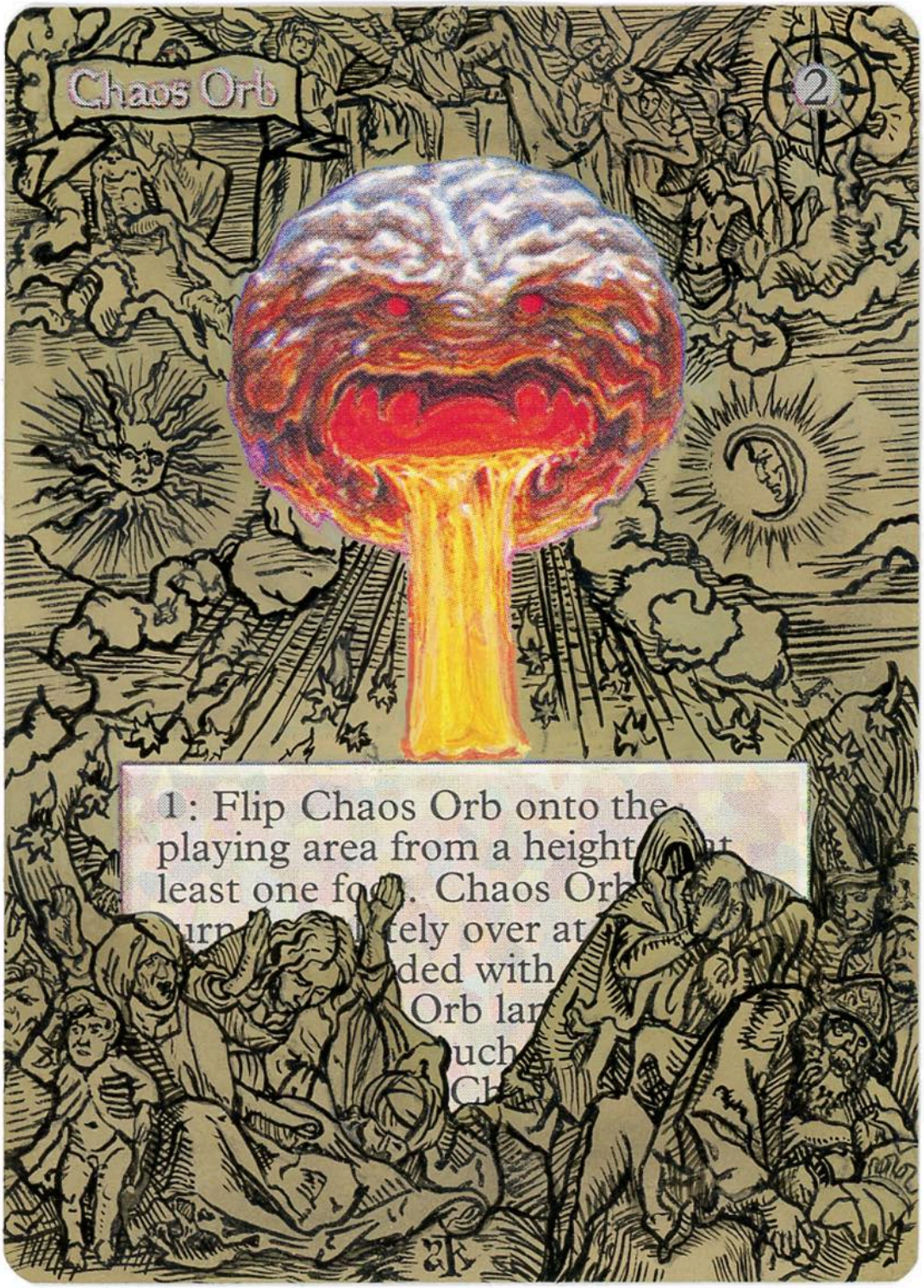
Tabernacle at Pendrell Vale
Illus. © 1994 Nicola Leonard &


Chaos Orb
2
1: Flip Chaos Orb onto the
playing area from a height
least one fo
tely over at
ded with
Orb lan
uch
Ch

Fellwar Stone
2
Artifact
: Add 1 mana to your mana pool. This mana may be of any color that any of opponent's lands can produce. This ability is played as an interrupt.
"What do you have that I cannot obtain?" —Mairsil, called the Pretender
Illus. ©
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Demonic Consultation

Illus.

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